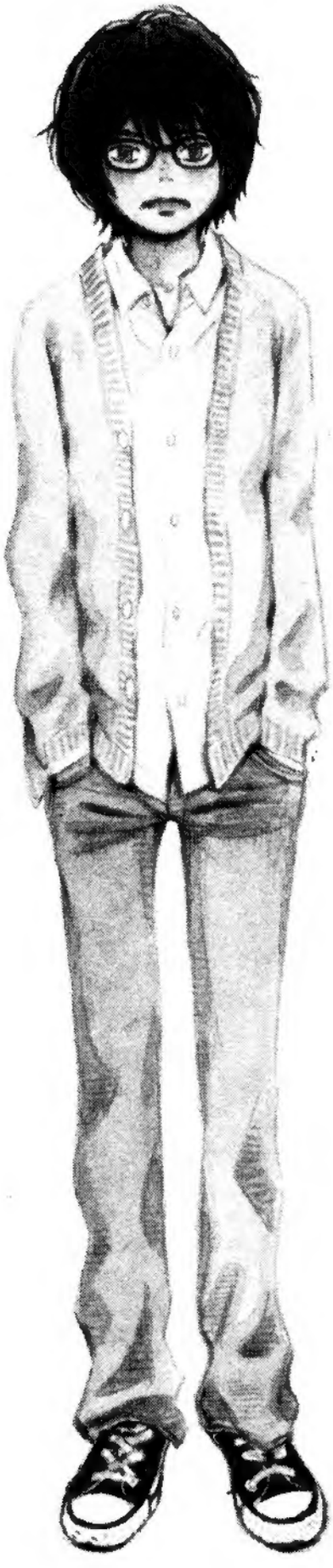
Chapter. 125

The Path Lit by the Paper Lanterns ⑤



3月のライオン

March comes in like a lion
Chica Umino

5-5...
Fu...
3-7 Kei
4-5 Kei...
5-7 Kei
Promote.
Same Kin.
3-6
Fu.
4-7
Kin...
SFX: PACHIH
110
チン!
SFX: NUUHHH
SFX: TANN

He's just pulling all kinds of crazy things noncha-lantly...
...THAT was close!!
This person hasn't let his guard down one bit!

This person's dangerous.

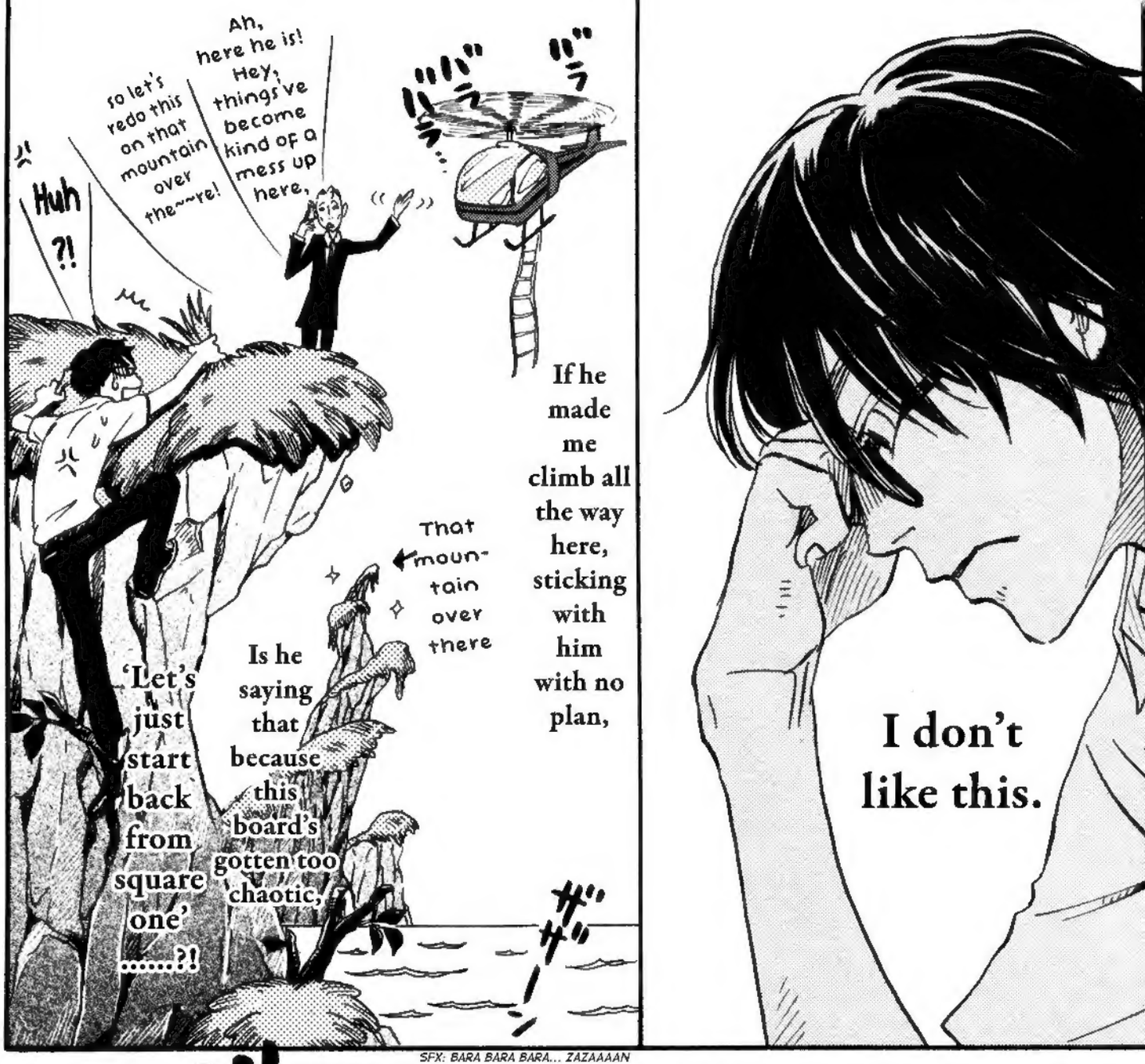
He's throwing quick, sharp pitches...
and they're all hard to get a grasp on.
If my kei is jumped and check is called,
I couldn't have defended capture of either my kaku or my kei...

— He's insanely good.

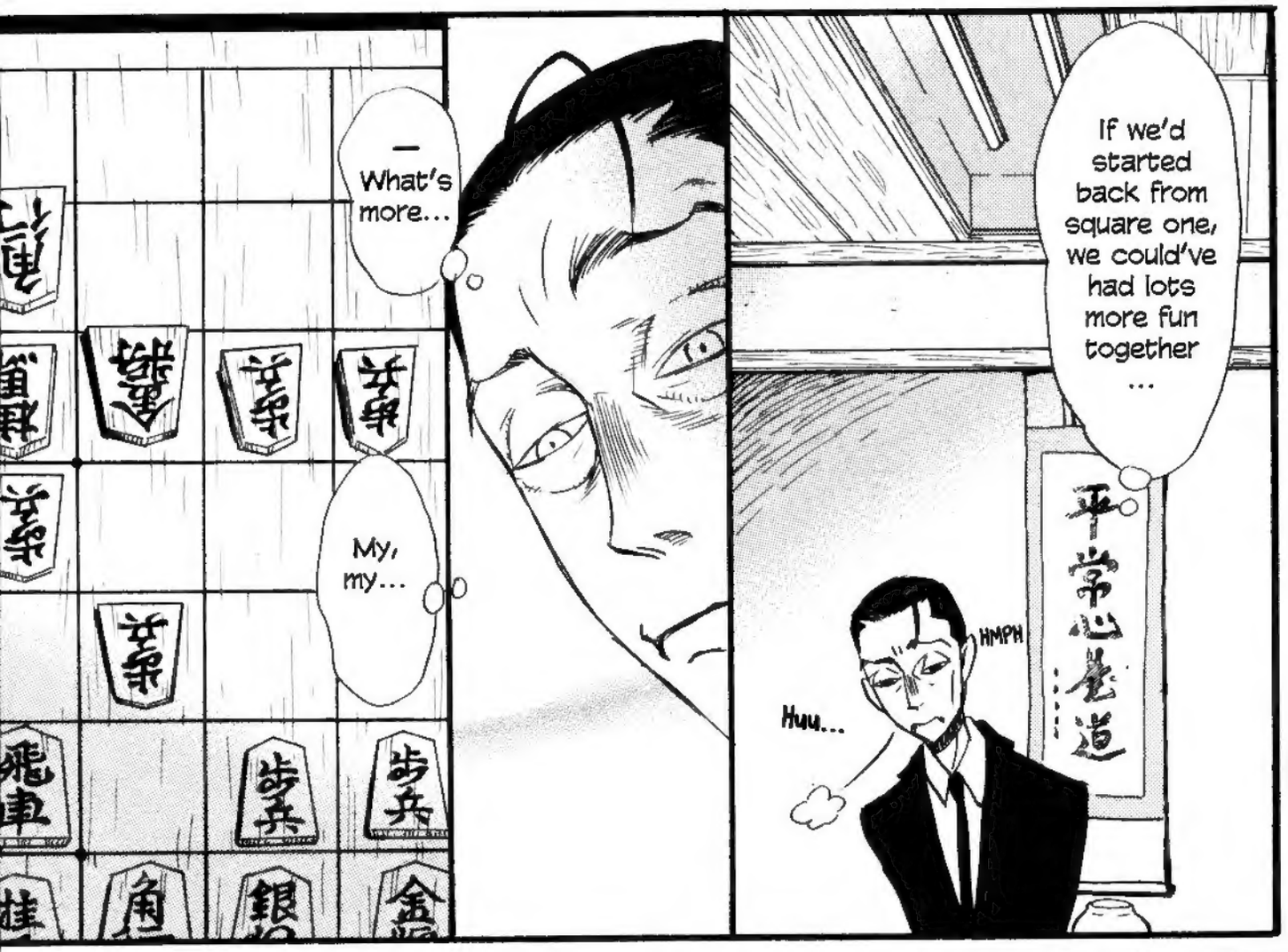
Kiriyama-kun... You are far, far more wonderful than I imagined.....

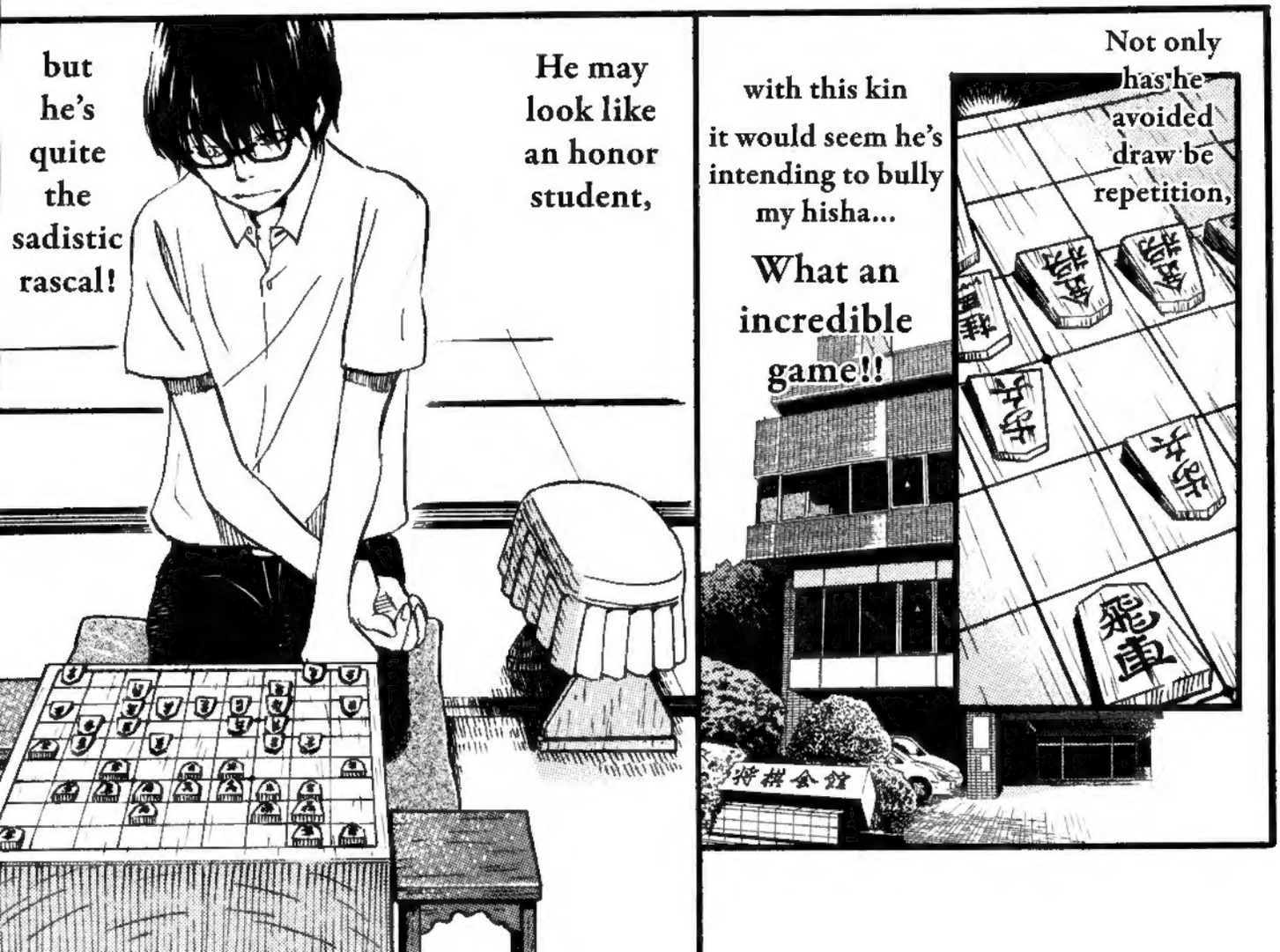
—He's withdrawing lots of pieces he's moved forward.
And there are traps allover,
yet it also gives off a strong smell like he's got no plan.
He's looking straight at the camera !!
GYAAAAH
H----HH!
Scary
*RECORD KEEPING BROADCAST ROOM
I want to keep playing with you like this
forever.....

—And on top of that
there's another faint smell welling up.
now
This is.....
the smell of a draw by repetition...


Huh ?!
so let's redo this on that mountain over the~~re!
Ah, here he is! Hey, things've become kind of a mess up here,
If he made me climb all the way here, sticking with him with no plan,
That moun-tain over there
Is he saying that because this board's gotten too chaotic,
'Let's just start back from square one' .....?!
I don't like this.
SFX: BARA BARA BARA... ZAZAAAAN

I'm gonna push my way through !!
SFX: KAHHH...!! BISHIIHH
I'm not re-start-ing!!
— What the hell?! I REAALLLY don't want to do that!!


If we'd started back from square one, we could've had lots more fun together ...
HMPH
Huu...
— What's more...
My, my...


Not only has he avoided draw be repetition,
with this kin it would seem he's intending to bully my hisha...
What an incredible game!!
He may look like an honor student,
but he's quite the sadistic rascal!

—Aah...
So much fun!
SFX: PACHIH
パチ
9-6
Hi
SFX: SUH
スッ
5-8
Kaku
SFX: PACHI
パチ
5-9
Hi
Promote

Ah...
What a disgrace!! Me, of all people,
was too cheap at a vital point...
Normally, I see frugality as a virtue.
So what have I done, and at a time like this?!
—Ah, well...
I've gone and done it now, haven't I?
to honor-student Kiriyama-kun
I'll give this cheap bill

—Now what brought this on?

Since just a little while ago, he's been playing a lot looser.

I have the upper hand in this game now.

and have him pay it at a high price.

SFX: PETO...

are starting to turn a darker shade of fatigue.

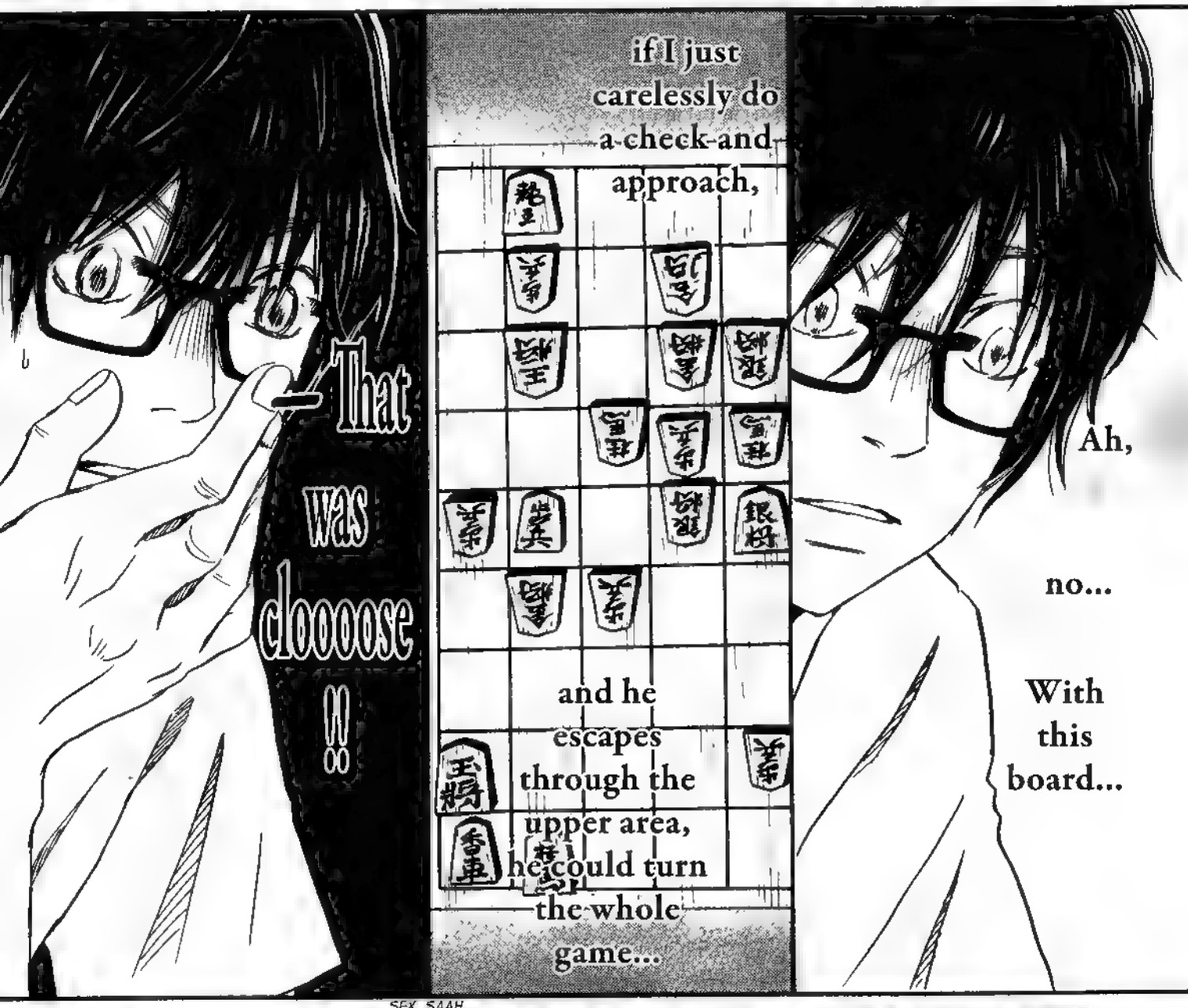
SFX: PACHIH PACHIN

Even Namerikawa's moves

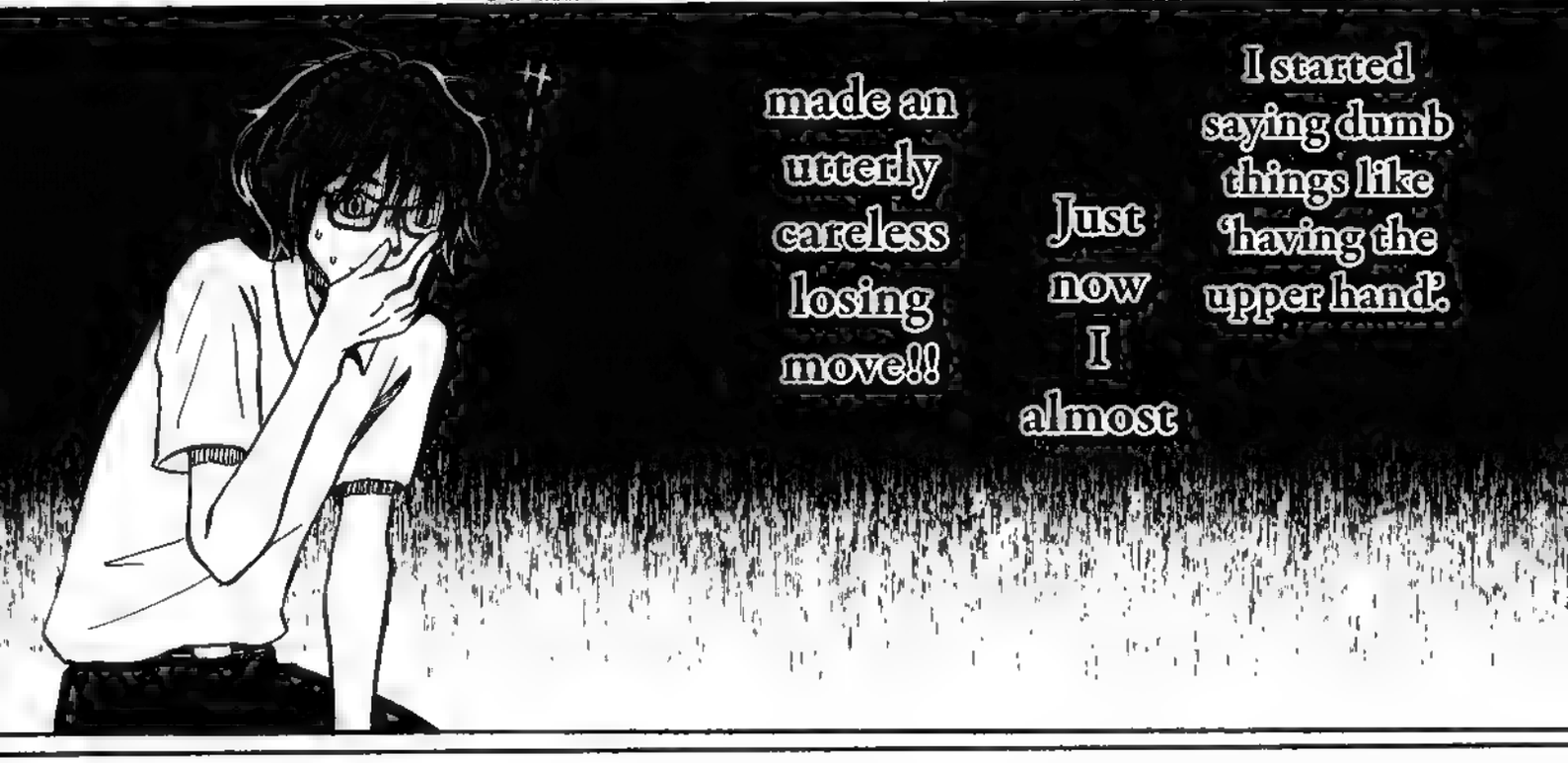
SFX: GUHH

There...

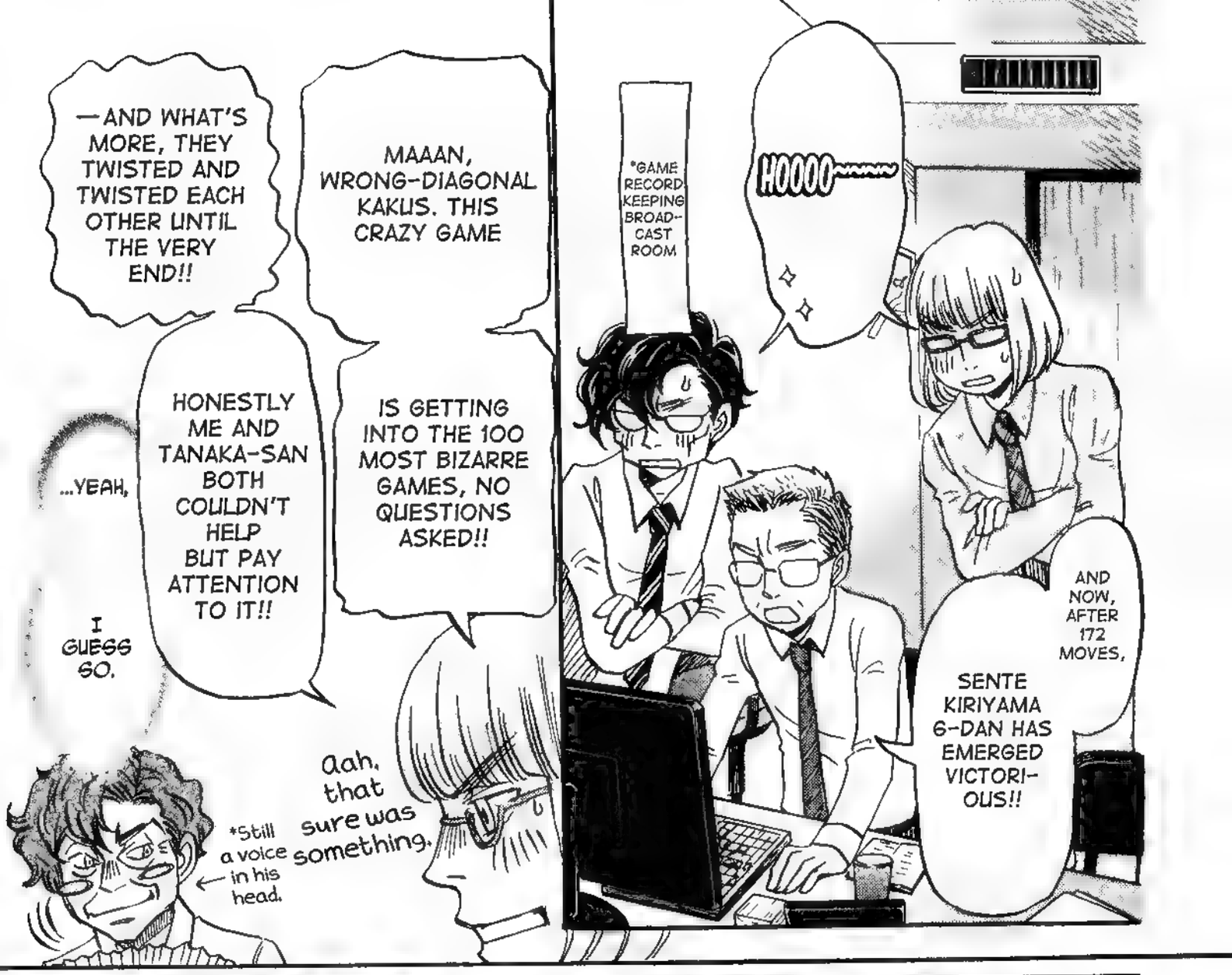
I should have mate now.....


—That was clooose !!
if I just carelessly do a-check-and- approach,
and he escapes through the upper area, he could turn the whole game...
Ah, no... With this board...

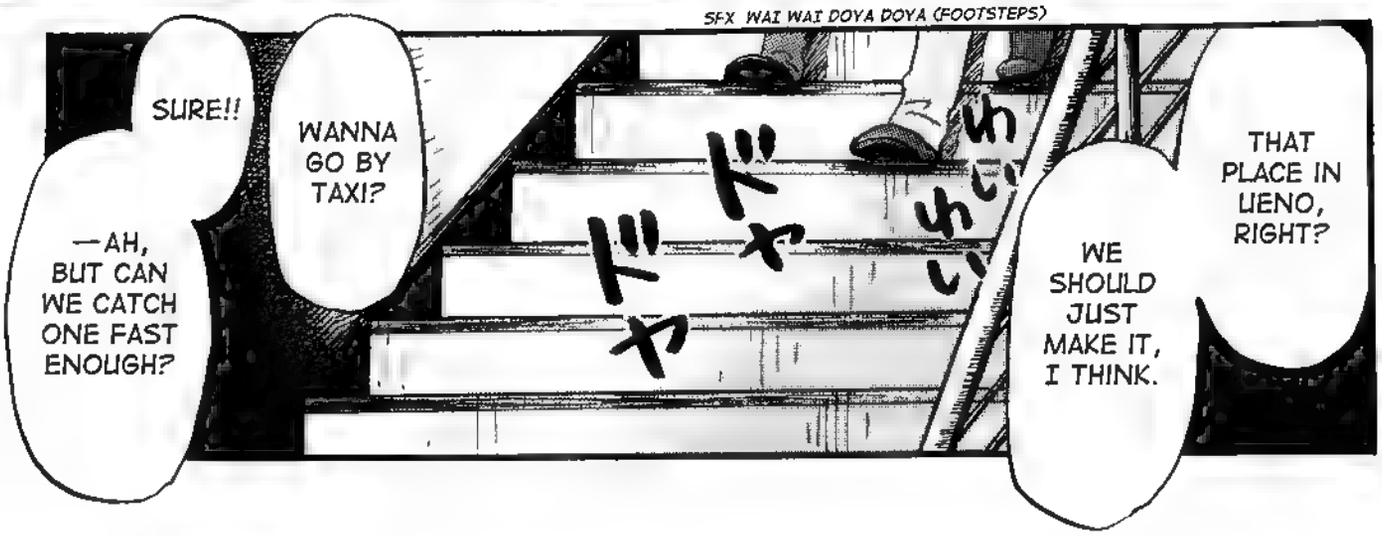
SFX SAAH


made an utterly careless losing move!!
Just now I almost
I started saying dumb things like 'having the upper hand'.

SFX SUH
Looks like I've been found out.
Operation piece gain - fail★ure
— Darn...
SFX CHON KOH
I HAVE LOST.


AND NOW, AFTER 172 MOVES,
SENTE KIRIYAMA 6-DAN HAS EMERGED VICTORI-OUS!!
*GAME RECORD KEEPING BROAD-CAST ROOM
HOOOO~
MAAAN, WRONG-DIAGONAL KAKUS. THIS CRAZY GAME
IS GETTING INTO THE 100 MOST BIZARRE GAMES, NO QUESTIONS ASKED!!
—AND WHAT'S MORE, THEY TWISTED AND TWISTED EACH OTHER UNTIL THE VERY END!!
HONESTLY ME AND TANAKA-SAN BOTH COULDN'T HELP BUT PAY ATTENTION TO IT!!
...YEAH,
I GUESS SO.
Aah, that sure was something.
*Still a voice in his head.

MAN, I WANNA HEAR THE POST MORTEM.
I GET HOW YOU FEEL,
BUT HOW ABOUT WE GET GOING?
I'VE GOT NOTHING BUT THE GOLDEN COLOR OF BEER FILLING MY HEAD!
MIND IF I COME, TOO?
OF COURSE YOU CAN COME!!
Er, do you think you could please just talk to me out loud like a normal person...? Like, not directly into my mind?


SFX WAI WAI DOYA DOYA (FOOTSTEPS)
THAT PLACE IN UENO, RIGHT?
WE SHOULD JUST MAKE IT, I THINK.
WANNA GO BY TAX!?
SURE!!
—AH, BUT CAN WE CATCH ONE FAST ENOUGH?

EVERY-ONE...
I'M SO SORRY FOR MAKING YOU WAIT UNTIL OUR MATCH ENDED...
WAITING IN THAT CRAMPED BROADCAST ROOM
MUST'VE BEEN QUITE A TRIAL, YES?
YOU MUST BE QUITE LOOKING FORWARD TO THE BEER HALL.
I'M ACTUALLY QUITE PARCHED AS WELL, SO...
GO ON,
RIGHT THIS WAY.

Please, step right in.
個人
—Later, these 3 said this...
<From the Japan Shogi Folk Tales>
that was painted black.'
as that normal owner-driven taxi
seen anything as terrifying
'I have never before or since
Chapter 125 END

Senzaki Manabu's Lion Shogi Column
AN ARTICLE BY SENZAKI MANABU
4

SURPRISE ATTACK STRATEGIES ②

A-san, the classicist player, has heavily studied yagura and side fu for his match against me. But what did I do in the meantime? I buried myself in books on Fujii 9-dan's Fujii System. Even the books aimed towards amateurs have dense content inside. So if you think about it in an arranged manner, then they can be great for overnight cramming.

And now, finally, the match. I start off immediately with 4th file hisha which should make alarm bells go off in my opponent's head. I barely ever move my hisha. So then naturally he starts to make an Anaguma. Now then, it's finally to put my surprise attack underway. I start attacking like crazy as per the Fujii System.

You barely ever see the Fujii system used anymore. But it has no major defects. And it's pretty fast form when you make your formation to when you start fighting.

It's perfect. It perfectly contains all the elements for a good surprise attack.

But, if your opponent is a pro, they'll probably remember about it while you're using it. Also, a crucial aspect of it is the match's available time. Of course, a shorter match is preferable. The less time your opponent has to think about what you're doing, the better. You must not give them time to reconfigure their posture. Finish the job while they're in a panic---. And then hope all goes well.

It can easily go not so well. A re-tempered dull sword breaks easily. Established tactics can fall out easily. When you use them, you need to know the exact rhythm of that particular strategy. So of course, they're not something you could learn by pulling an all-nighter.

But there does seem to be value in trying.

Not just the Fujii System. The super-fast battle form of side fu, the kaku exchange partial transformation, and various others come to mind. (For those that want to know more, please consult your nearest shogi junkie.)

Also there's a genre called rightside gyoku. Only the real active-type players use it, so it is a great way to surprise your opponent. By the way, I barely ever play these either. I'd say in the thousands of games I've played since I became a pro, I've only played these in 10 or so of them.

However, there's one real drawback to the rightside gyoku, and that's that it's a defensive strategy. Because it has no attack, it can't make your opponent's posture completely collapse. That's a pretty big defect as a surprise attack.

On that point, rising silver is good. It's a great offensive strategy, but it has no popularity among pro players. I think that covers about every situation.

Why not give all of them a spin and threaten your opponents with them? I'm thinking about it, but I'm actually pretty gutless. Those surprise attacks all have one common destiny. And that is 'the king has thin protection'. That's because you launch an attack right from the opening, they're all very structural, so there's really no way around that. And saying this might be brutally honest, but trying to have fun winning isn't something that happens all that often in general.

HI WA MATA NOBORU

THE SUN WILL RISE AGAIN

3-GATSU NO LION VOLUME 12

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